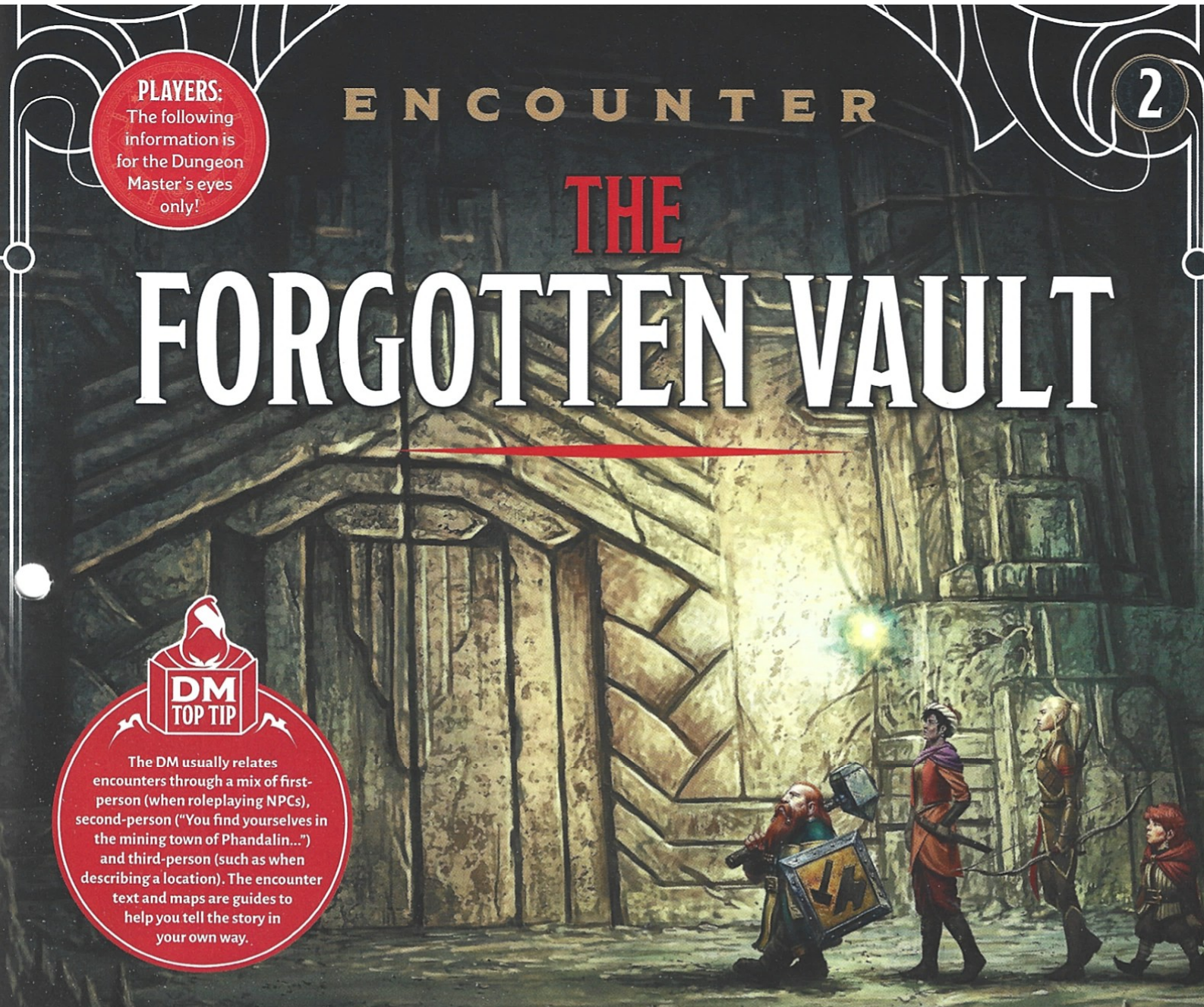
PLAYERS: The following information is for the Dungeon Master's eyes only!

ENCOUNTER 2

THE FORGOTTEN VAULT



DM TOP TIP

The DM usually relates encounters through a mix of first-person (when roleplaying NPCs), second-person ("You find yourselves in the mining town of Phandalin...") and third-person (such as when describing a location). The encounter text and maps are guides to help you tell the story in your own way.

Players can use the pregenerated character sheets that came with #1 of D&D *Adventurer* or they can create their own character at dndbeyond.com/characters/builder.

PLAY TIME 1-2 HOURS

ENCOUNTER OVERVIEW

The elven kingdom of Iliyanbruen stretched the length of the Neverwinter Wood. The sparkling jewel in its crown was Tintaros, Castle of Glass and Thorns, which served as a summer palace for elven royalty. When Iliyanbruen fell, torn apart by centuries of war, its king cast a spell to wipe all memory of Tintaros from the minds of mortal folk—reasoning that if the elves couldn't keep it, then neither could their enemies! Mortals who'd gazed on its spires soon forgot the castle, and even items crafted inside its walls faded from memory once out of mortal sight. Like a sweet dream, Tintaros was soon forgotten.

Forty years ago, the half-elf adventurer Daran Edermath chanced on a ruined villa, deep in the Neverwinter Wood. In a vault beneath the villa was a beautiful statue of an elf queen, crafted by the artisans of Tintaros. Captivated by the statue's beauty, Daran decided to haul it from the ruins. He drew a map to help him relocate the villa, concealed the map in the heel of his boot, and left to fetch a wagon. As soon as he exited the ruins, the elf king's magic made him forget all about the statue and his map. Daran returned home none the wiser and, in time, retired to the town of Phandalin.

Recently, while dusting off his old adventuring gear, Daran found a parchment concealed in the heel of his boot—a map written in his own hand, which he had no memory of writing! Too elderly to venture into the Neverwinter Wood himself, Daran hires adventurers to seek out the statue on his behalf.

Artist: Ilich Henriquez

ENCOUNTER GOALS

To complete this encounter, the party must recover the elf queen's statue from the vault underneath the ruined villa and return it to Daran for a reward.

BEGINNING THE ENCOUNTER

The encounter begins in the small mining town of Phandalin. A local orchard keeper, Daran Edermath, is looking for volunteers to venture into the Neverwinter Wood. The characters meet him at his cottage, where he shows them the map depicted on the final page of this adventure.

Daran explains that he is of sound mind but has no memory of making the map, even though it's clearly written in his own hand. He faintly recalls finding a ruined villa in the woods many years ago, but has no memory of the statue or its underground vault. He offers the adventuring party 150 gp (gold pieces) to shed light on the mystery by recovering the statue and bringing it to him. He supplies the group with a cart and a draft horse for this purpose.

DARAN EDERMATH

Daran Edermath is a retired adventurer who lives in a tidy little cottage beside an apple orchard. A fit, silver-haired half-elf well over a hundred years old, Daran is a fighter who served as a marshal and herald for many years in the lands of the Dragon Coast, far to the southeast. Upon retiring, he returned to his original home in the Neverwinter region.

Daran is a member of the Order of the Gauntlet, a devout group that seeks to protect others from the depredations of evildoers. The order is always vigilant, ready to smite evil, enforce justice and enact retribution against any who try to subjugate or harm others. Though he's no longer officially active in the order, he keeps an eye on happenings around Phandalin. He is happy to trade news with fellow adventurers, especially those who appear to hold to similar virtues.

TRAVEL TO THE VILLA

The ruined elven villa is 35 miles north of Phandalin, 15 miles into the depths of the Neverwinter Wood. The characters can travel roughly 24 miles in a day, so they must camp overnight in the forest before continuing their trek on the following day. It is cool and quiet under the tree canopy, and the forest floor is draped in a carpet of dead leaves.

ARRIVAL

Using Daran's map (see page 12), the adventurers locate the ruined villa around noon. The DM can also use the more detailed map on page 9 to help describe the layout.

The building's roof has fallen in and only a few ivy-clad walls still stand. Ask players to conduct a DC 10 Intelligence (History) check. Anyone who succeeds recognises the architecture as elven. After searching through the rubble for a few minutes, the characters locate a set of mossy steps leading to a vault beneath. A door stands at the bottom of these steps (area V1). Ask the players how they want to proceed. Does anyone want to open the door? Search it for traps? Try to break it down?

VAULT FEATURES

The villa belonged to a sun elf noble who hoarded his treasures in a fortified basement vault. The following features are common throughout the vault.

Ceilings. The dressed stone ceilings are ten feet high.

Doors. Doors are made from thick oak, banded with iron and fitted with strong locks. If a door is unlocked, a clockwork mechanism relocks it after one minute. This mechanism can be jammed by leaving a key or lockpick inside the lock. As an action, a character can pick the lock with a successful DC 12 Dexterity check using thieves' tools. The doors have AC 15, 10 hit points, and immunity to psychic and poison damage.

Light. The vault is pitch black throughout. Characters without darkvision require a light source to see.

DM TOP TIP

Your players are about to enter their first dungeon! Immerse them in this experience by describing the environment in a way that brings it to life. Think about how the ruins appear to low-level characters sinking into the darkness for the first time.

KEYED LOCATIONS

V1. TRAPPED DOOR

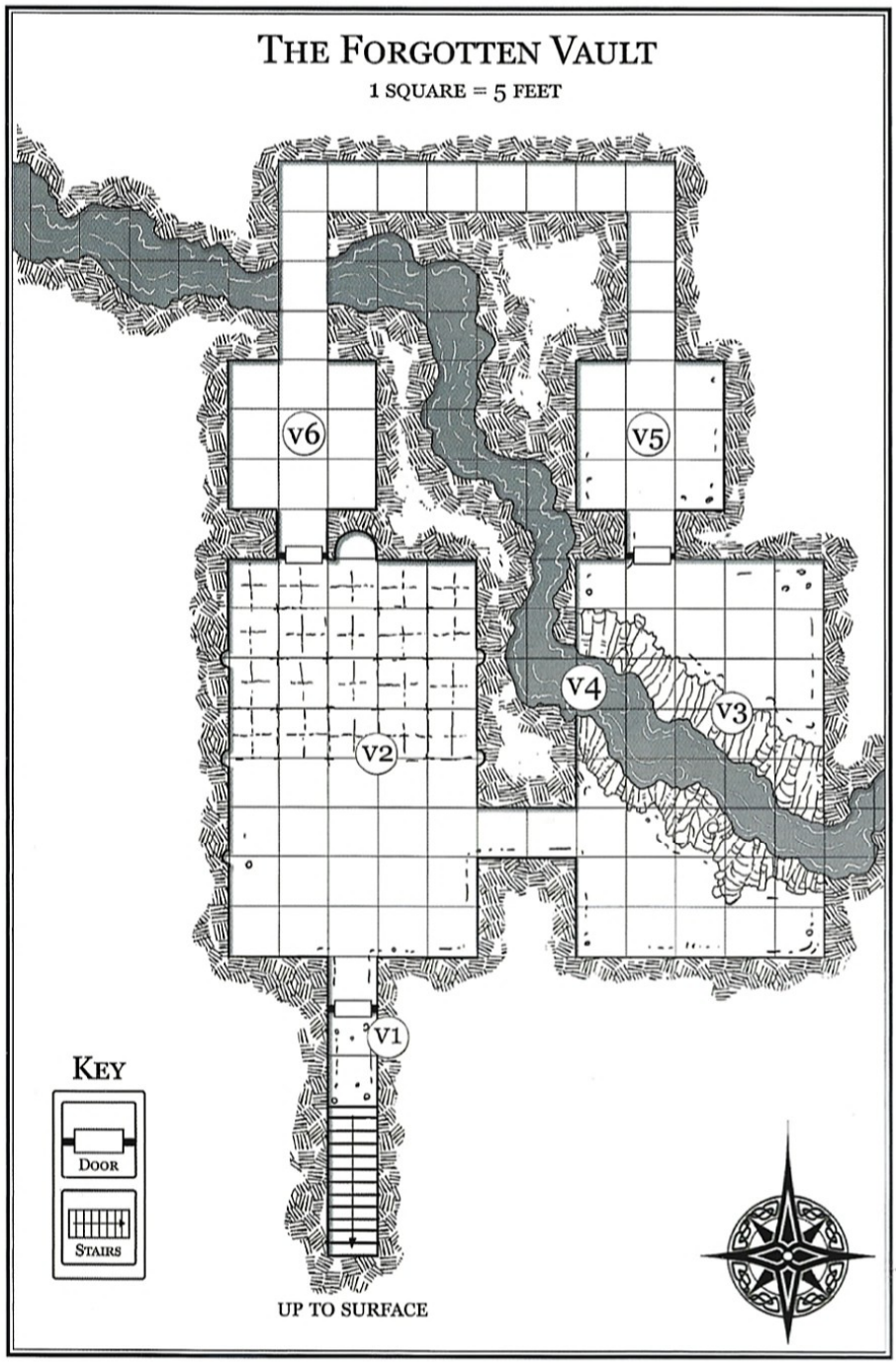
This door is locked (see "Vault Features"). A sharpened iron pickaxe is mounted to the ceiling on the far side of the door, spring-loaded to swing into the doorway if a character opens or forces the door without disarming the trap. Any creature in the doorway when the trap activates must make a DC 15 Dexterity saving throw, taking 4 (1d6 + 1) piercing damage on a failed save and no damage on a successful one.

If a character searches the door for traps, they can make a DC 12 Intelligence (Investigation) check. On a success, they locate a concealed catch on the door handle that deactivates the trap when pressed.

V2. NIGHTINGALE FLOOR

A suit of elven plate armour stands in an alcove on the far side of this chamber. The 20-foot section of tiled floor before the armour is constructed to creak loudly underfoot. To cross it silently, a creature must succeed on a DC 12 Dexterity (Stealth) check. Characters must succeed on a DC 12 Intelligence (Investigation) check to discern the nature of this floor.

The suit of armour is an **animated armour** (see stats, page 10), which has been assigned to guard the vault from intruders. It has orders to attack any creature that makes too much noise in this room, ignoring everyone else unless it is attacked or tampered with.



Map: Will Doyle

V3. COLLAPSED CHAMBER

An underground river has gouged a 15-foot-wide rift through this chamber. With a 10-foot run up, characters with a Strength score of 15 or higher can leap safely over the rift. Anyone who falls into the river is caught in its current (see area V4).

Treasure. Four pottery urns rest against the north wall, on the far side of the river for characters entering from the south. Each urn contains 50 gp of fragrant elven incense.

DM TOP TIP

Crossing a chasm presents a simple opportunity for players to think up their own solution to a problem. If they brought rope, they could devise a way to string it across the gap. Without rope, they could find materials from the forest to build a bridge.

V4. UNDERGROUND RIVER

This river churns swiftly through the vault, emerging from an airless fissure to the west and disappearing into another flooded cave to the east. A character must succeed on a DC 12 Strength (Athletics) check to swim against the current. On a successful check, they move their walking speed, with each foot of movement costing 1 foot extra while swimming. On a failed check, the current carries them 20 feet downriver.

A character who is swept downriver and off the map appears outside the villa. They must spend half their movement to escape the river by scrambling up the bankside.

V5. FALSE TREASURY

This ruined chamber contains a strikingly beautiful statue of an elf queen, as well as a torch on the wall, an old suit of armour lying in the corner and a rusty chandelier hanging from the ceiling. In fact, all of these items are the juvenile form of shapeshifting monsters called **mimics**, which slithered into the vault via the underground river and are now masquerading as innocuous-looking objects. The juvenile mimics (see stat block, opposite) only attack if they are touched.

DM TOP TIP

Characters who emerge from the river opening find themselves at least 60 feet away from the entrance to the vault. It will take them a number of rounds to retrace their steps and rejoin the party. A DM might only tell the player who was swept away where they appear, to disguise their fate and build tension until their return.

V6. STATUE ROOM

This chamber contains the statue of the elf queen. Written in Elvish around the base of the statue are the following words: "Beauty never to be forgotten, passes too soon." The statue is constructed from marble and weighs 800 lbs. Note: the weight in pounds that a character can carry is 15 x their Strength score (not their ability modifier, but the ability score itself), so the statue will require multiple characters to lift.

ENDING THE ENCOUNTER

Characters who lug the statue back to Daran Edermath can claim his reward of 150 gp. The old adventurer dimly recalls seeing the statue long ago, as if it were a dream. He promises to get to the bottom of the enchantment.

As soon as the adventurers part ways with the statue, they forget all about it. They recall heading into the Neverwinter Wood to find something for Daran Edermath, but oddly they cannot remember what it was!

ANIMATED ARMOUR

Medium Construct, Unaligned

Armour Class 18 (natural armour)
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Proficiency Bonus +2

False Appearance. While the armour remains motionless, it is indistinguishable from a normal suit of armour.

ACTIONS

Multiattack. The armour makes two melee attacks.
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

DM TOP TIP

New players will probably assume that the statue, torch, armour and chandelier in the False Treasury room (area V5) are simply normal objects. If a player touches one of these objects, the Dungeon Master can really ramp up the surprise as the object reveals itself to be a shapeshifting juvenile mimic who attacks the players!

JUVENILE MIMIC

Tiny Monstrosity (Shapechanger)

Armour Class 11
Hit Points 7 (2d4 +2)
Speed 10 ft (climb 10ft)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	13 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Stealth +3
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages Common, undercommon
Proficiency Bonus +2

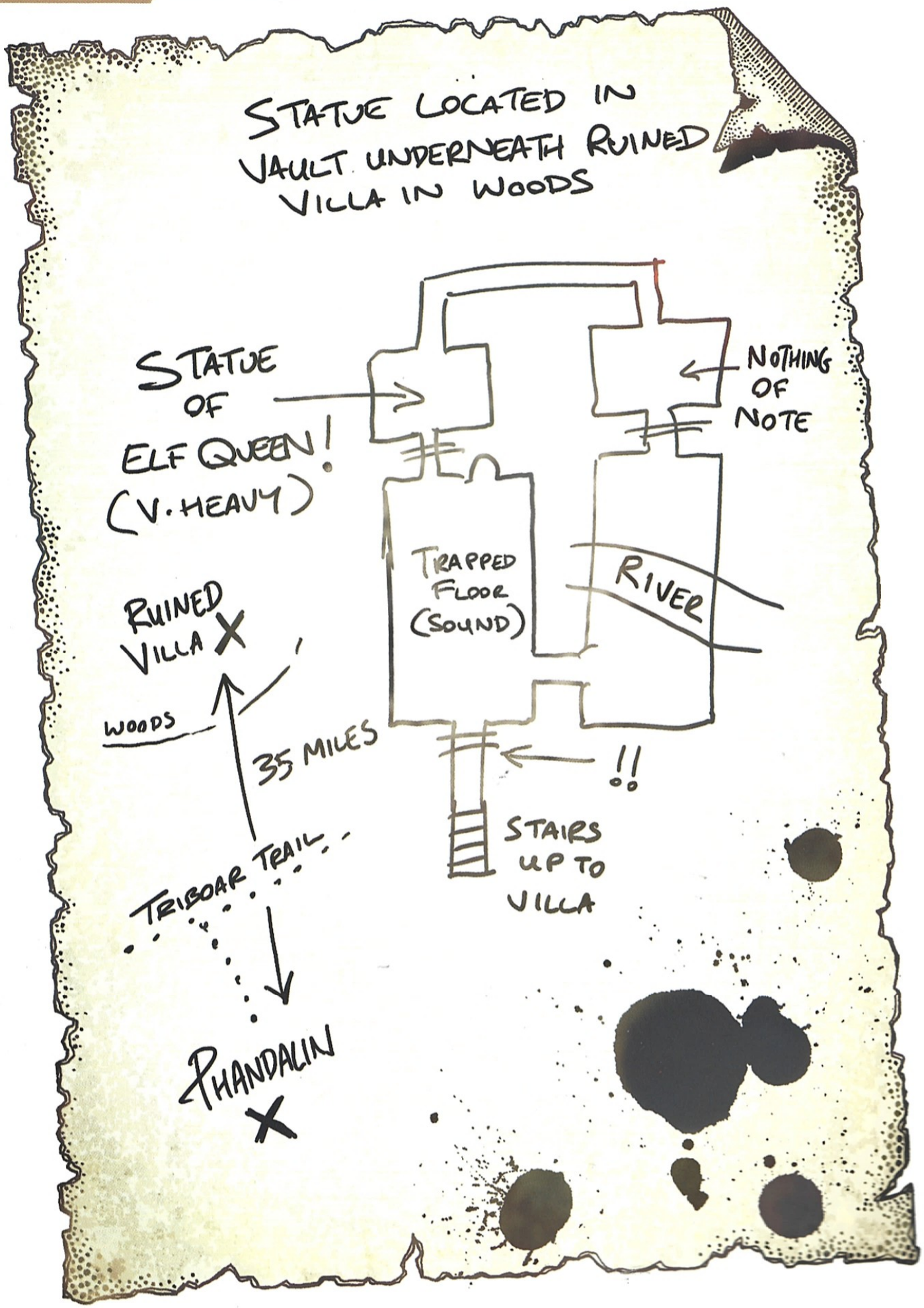
False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Spider Climb. The mimic can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage plus 2 (1d4) acid damage.

Shape-shift. The mimic polymorphs into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



DARAN EDERMATH'S MAP